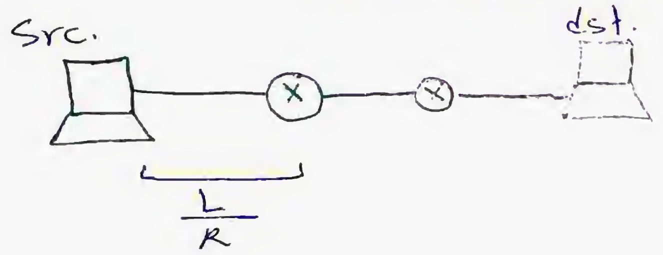
Sheet 1

2) equation 1.1 gives formula for end-to-end delay of sending one packet of length L over N links of transmission rate R. Generalize this formula for sending P such packets back-to-back over N-links.

$$d_{end\text{-}to\text{-}end} = N\frac{L}{R}$$



Generalize for (P) packets

$$d = (N+P-1)\frac{L}{R}$$

zero index

0	$\frac{L}{R}$	$\frac{2L}{R}$	$\frac{3L}{R}$	$\frac{4L}{R}$	$\frac{5L}{R}$
$P_1 \to$ Src	$P_1 \to R_1$	$P_1 \to R_2$	$P_1 \to$ Dst	$P_2 \to$ Dst	$P_3 \to$ Dst
	$P_2 \to$ SRC	$P_2 \to R_1$	$P_2 \to R_2$	$P_3 \to R_2$	
		$P_3 \to$ Src	$P_3 \to R_1$		

$\boxed{3}$ Consider app transmits data at steady ~~state~~ rate (for ex. sender generates N-bit unit of data every K-time units), K → small & fixed) Also when such an app starts, it will continue running for a relatively long period of time, Answer the following bereifly.

a) would that packet-switched or circuit switched is appropriate for this app? why?

↳ circuit switched, it requires long time and sends at fixed rate.

b) suppose that ~~this is~~ packet-switched used and for only traffic in this network comes from such apps. as described above & assume that sum of app. data rates less than capacities of each and every link. Is some form of congestion control needed? why?

↳ no need for congestion control, since the data rate is less than the capacity

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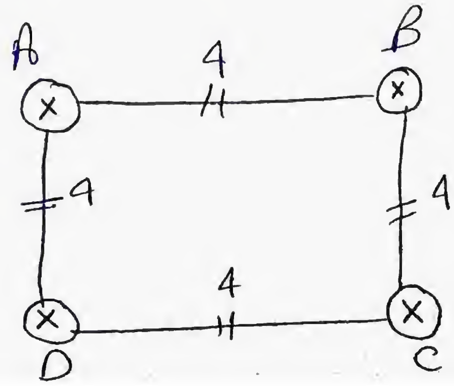
④ Consider circuit-switched in figure 1-13 Recall that there are 4 circuits on each link, label the four switches A, B, C, D going in clockwise direction

a) what is maximum number of simultaneous connections that can be in progress at any one time in this network?

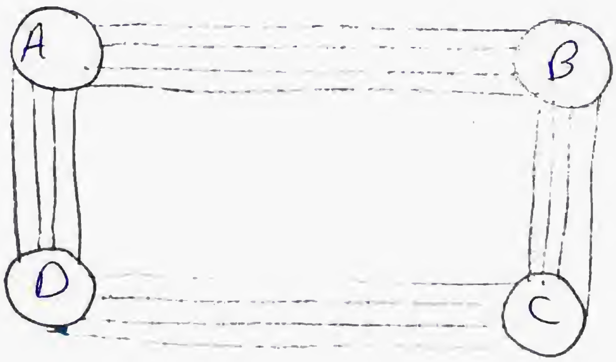


↳ 4 × 4 = 16 connection

b) suppose that all connections between A, C, what is maximum number of simultaneous connections that can be in progress?

↳ 8 ⇒ 4 for ABC & 4 ADC

c) supposte we want to make four connections between switches A, C and another four connections between B, D; can we route these calls through the four links to accomodate all eight connections?

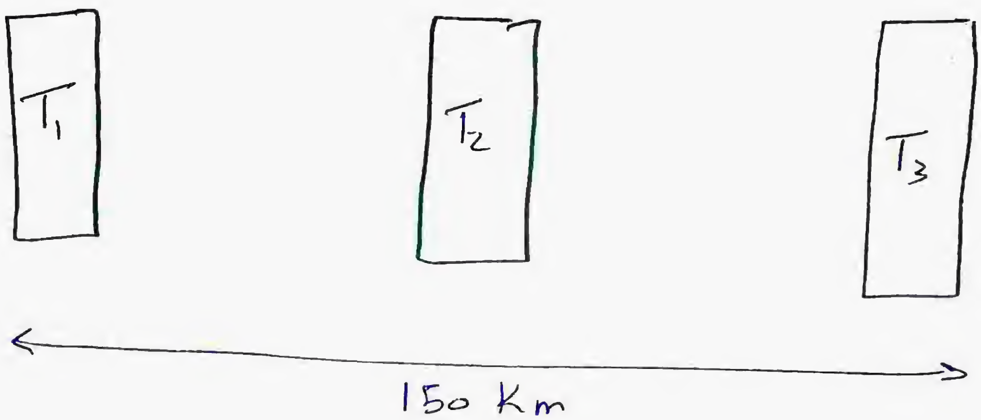


2 ABC + 2 ADC

2 BCD + 2 BAD

$\boxed{5}$ review the car-carvan analogy in section 1.4. Assume propagation speed of 100 Km/hour.

a) suppose carvan travels 150 km, beging in front of one ~~too~~ tollbooth, passing through a second tollbooth, and finishing just after ~~th~~ a third tollbooth. what is end-to-end delay?



$d_{end\text{-}to\text{-}end} = 3\, d_{proc} + 2\, d_{prop}$

$= 3 * 12 * 10 + 2 * \dfrac{75000\ m}{100\,000\ m/hr} = 96$ min.

(10 = no. of carvans)

b) repeat a, if no. of ~~Ca~~ carvan cars is 8 instead of 10.

$d = 3 * 12 * 8 + 2 * \dfrac{75000\ m}{100000\ m/hr} = 94.8$ min

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$\boxed{6}$ elementary problem begins to explore propagation delay and transmisson delay, two central concepts in data networking consider 2 hosts (A, B) connected by single link of rate R bps. suppose that A, B are separated by m meters and propagation speed along the link is s meters/s, A is to send packet of size L bits to Host B

a) Express propagation delay in terms of m, s

$d_{prop.} = \dfrac{m}{s}$ (sec)

b) express transmission time in terms of L & R.

$$d_{trans.} = \frac{L}{R} \text{ (sec)}$$

c) Ignore process and queue delay, obtain end-to-end delay

$$d_{end\text{-}to\text{-}end} = d_{trans.} + d_{prop} = \frac{m}{s} + \frac{L}{s} \text{ (Sec)}$$

d) suppose A begins to transmit packet at time (t=0) At time = d_{trans} where is last bit of packet?

↳ last bit is put on link after finishing transmission.

e) suppose $d_{prop} > d_{trans}$ at $t = d_{trans}$ where is 1st bit of packet?

↳ by the time trans. finishes, 1st bit still be on link towards Host B.

f) suppose $d_{prop} < d_{trans}$ at ($t = d_{trans}$) where is 1st bit?

↳ It should reach host B before $t = d_{trans}$.

g) suppose $s = 2.5 \times 10^8$, $L = 120$ bits, $R = 56$ Kbps find distance m if $d_{trans} = d_{prop}$

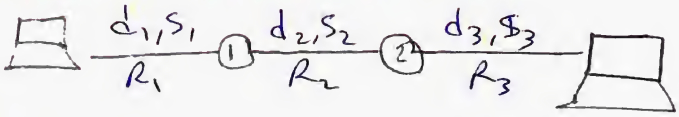
$$d_{trans.} = d_{prop}$$

$$\frac{L}{R} = \frac{m}{s} \Rightarrow m = \frac{SL}{R} = \frac{2.5 \times 10^8 \times 120}{56000}$$

$$m = 536 \text{ Km.}$$

$\boxed{10}$ Consider Packet of length L which begins at end system A and travels over three links to a destination end system. three links Connected by two Packets switches. let d_i, S_i, R_i denote length, Propagation speed and transmission rate of link i $(i=1,2,3)$ Packet switch delays each Packet by $d_{proc.}$ Assuming no queuing delays, in terms of d_i, S_i, R_i what is total end-to end delay for Packet?

suppose now Packet is 1,500 bytes, Propagation speed on all three links is 2.5×10^8 m/s, transmission rate of all 2 Mbps. $d_{proc} = 3$ msec, $L_1 = 5000$ Km, $L_2 = 4000$ Km $L_3 = 1000$ Km ~~wh~~ what is end-to-end delay?



$$d_{end\text{-}to\text{-}end} = d_{proc_1} + d_{proc_2}$$

$$+ \underbrace{\frac{L}{R_1} + \frac{L}{R_2} + \frac{L}{R_3}}_{\text{trans.}} + \underbrace{\frac{d_1}{S_1} + \frac{d_2}{S_2}}_{\text{prop}}$$

with values substitute in Previous ex.

$$d_{end\text{-}to\text{-}end} = 64 \text{ ms}$$

(11) in ~~t~~ above Problem assume that $R_1 = R_2 = R_3 = R$ and $d_{proc} = 0$ further suppose packet switch does not store-and-forward packets but instead immediately ~~trans~~ transmits each bit it receives before waiting for entire packet to arrive. What is $d_{end-to-end}$?

$$d_{proc_1} = d_{proc_2} = 0$$

immediate transmission $\Rightarrow \frac{L}{R_2} = \frac{L}{R_3} = 0$

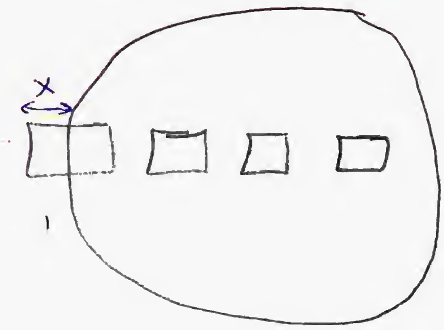
$$d_{end-to-end} = \frac{d_1}{s_1} + \frac{d_2}{s_2} + \frac{L}{R} \text{ "1st host" } + \frac{d_3}{s_3}$$

$$= \frac{5 * 10^6}{2.5 * 10^8} + \frac{4 * 10^6}{2.5 * 10^8} + \frac{10^6}{2.5 * 10^8} + \frac{1500 * 8}{2 * 10^6} = 46 ms$$

$\boxed{12}$ Packet switch receives packet and determines outbound link to which packet should forward. When the packet arrives, one other packet is halfway done being transmitted on this outbound link and 4 other packets are waiting to be transmitted. Packet transmitted in order of arrival. Suppose all packets are 1500 bytes and link rate is 2 Mbps. What is queuing delay? (باقي السؤال الصفحة القادمة)

more generally, what is queuing delay when packets have length L, transmission rate R, x bits of currently being transmitted packet have been transmitted, and n packets already in queue?

$$d_{queue} = \frac{nL}{R} + \frac{L-x}{R}$$



$n = 4$, $L = 1500 * 8$ bit, $R = 2$ Mbps

$x = 750 * 8$ bit

$d = 27$ ms

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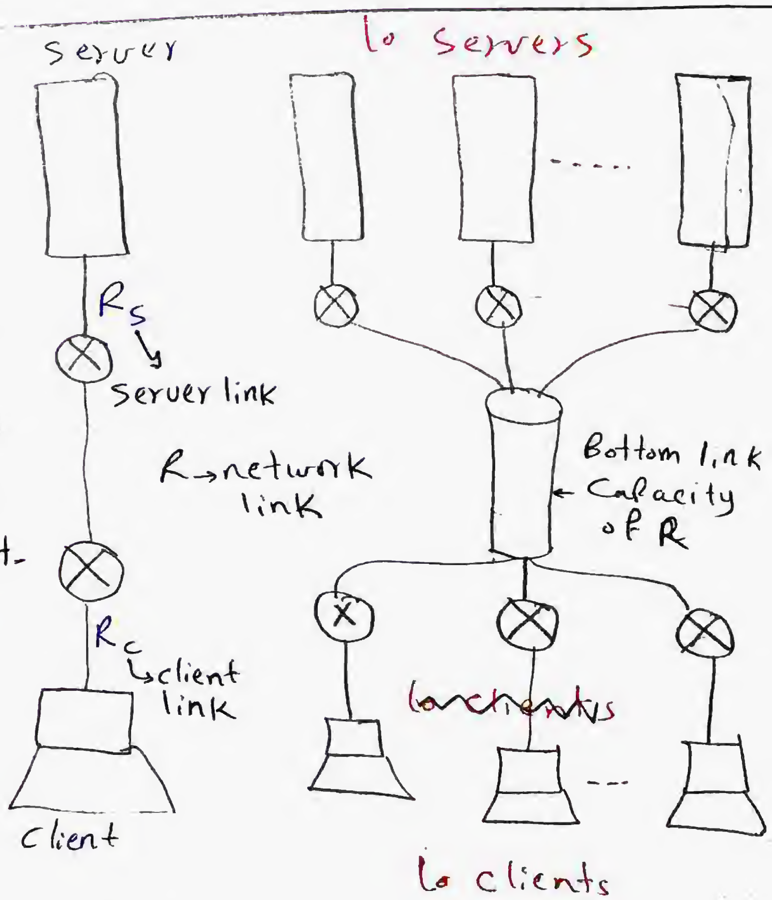
20) in this shape

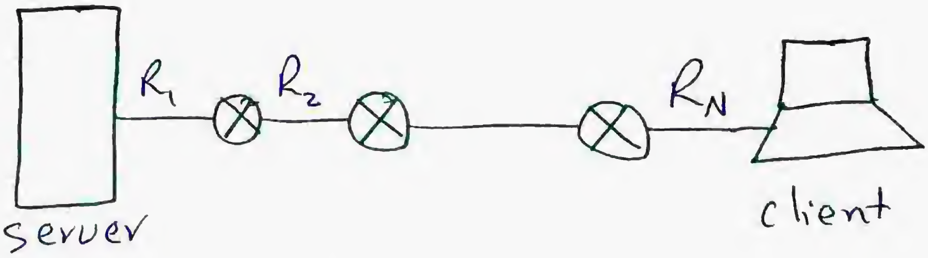


suppose we have M clients instead of 10 and all other links have abundant capacity and no traffic in network beside traffic generated by M client-server pairs. Derive general expression for throughput in terms of R_c, R_s, R, M

$$\text{Throughput} = \min\left\{R_s, R_c, \frac{R}{m}\right\}$$

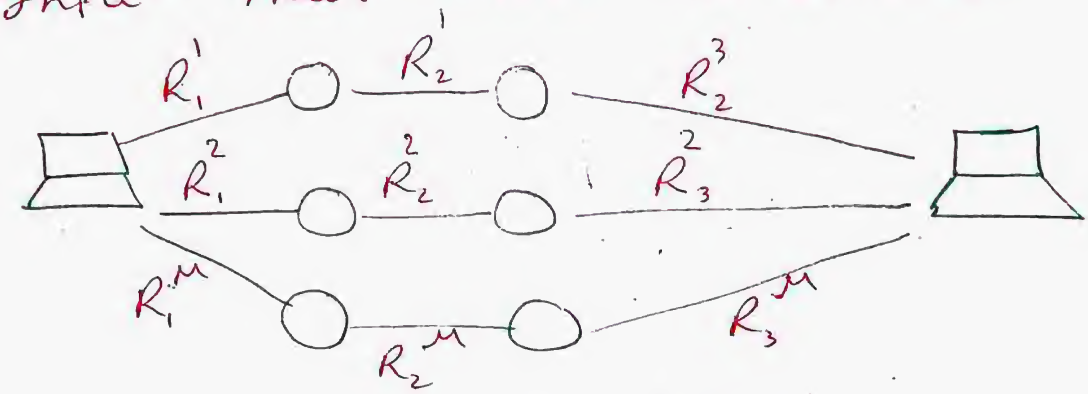
$\boxed{21}$

For this Fig.



suppose there are M paths between server, client no two paths share any link. Path K ($K=1, \dots, M$) consists of N links with transmission rates $R_1^K, R_2^K, \dots, R_N^K$

a) if server can only use one path to send data to client, what is the max. throughput that server can acheive?



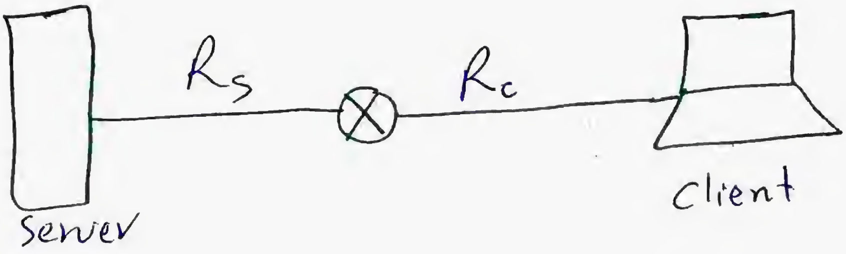
$$\text{Max throughput} = \max \begin{cases} \min\{R_1^1, R_2^1, \dots, R_N^1\}, \\ \min\{R_1^2, R_2^2, \dots, R_N^2\}, \\ \dots \min\{R_1^M, R_2^M, \dots, R_N^M\} \end{cases}$$

b) if server can use all M paths to send data,

Derive general expression for throughput in terms of R_s, R_c, R, M

$$= \sum_{K=1}^{M} \min\{R_1^K, R_2^K, \dots R_N^K\}$$

(23)



Assume we know the bottleneck link along path from server to client is first link with rate R_s bits/sec, suppose we send pair of packets back to back ~~from~~ from server to client, no traffic on that path. Assume each packet of size L bits, both links have same d_{prop}

a) what is the packet inter-arrival time at the destination? That is how much time elapses from when last packet arrives until last bit of second packet arrives?

↳ this is transmission delay

↳ inter-arrival time $= \frac{L}{R_s}$

b) assume 2nd link is is bottlelink $(R_c < R_s)$ is it possible that 2nd packet queues at input queue of 2nd link? explain

↳ It is possible for 2nd packet to queue if

$$\frac{L}{R_s} + \frac{L}{R_s} + d_{prop} < \frac{L}{R_s} + \frac{L}{R_c} + d_{prop}$$

لم باقي الحل في الصفحة التالية

→ Suppose queuing not to happen and server send 2nd packet T seconds after sending 1st packet How large must T be?

$$\frac{2L}{R_s} + d_{prop} + T \geqslant d_{prop} + \frac{L}{R_s} + \frac{L}{R_c}$$

$$\boxed{T \geqslant \frac{L}{R_c} - \frac{L}{R_s}}$$

(24) Suppose you would like to urgently deliver 40 terabytes data from Boston to Los Angeles. You have available a 100 Mbps dedicated link for data transfer. Would you prefer to transmit data via this link or instead use Fedex over-night delivery? Explain

↳ Fedex over-night delivery

for 100 Mbps link

$$\text{Transfer time} = \frac{4 * 10^{12} * 8}{100 * 10^{6}} \quad 3200000\,s$$

$\simeq$ 37 days.

↳ it will be better choice.